ERRATA PAGE BY PAGE

Page 5, left column, near bottom: Paul Gauss found Iscin's journals in 574 PC, not 595 PC.

Page 50, left column, half-way down: "In the title of every skill description is its difficulty ..." Change "Rank of 10" to "Rank of 5."

Page 50, Occupations: You can generate your characteristics by rolling or distributing points, or you can use the characteristics as illustrated by the sample characters listed in the Occupation section on page 55. If you used one of the first two methods, skip ahead to page 55 and choose your occupation. Then proceed with the instructions on page 51.

Page 51, paragraph after Rank Bonuses chart: "Subtract the Characteristic from 19" should read "Subtract 19 from the characteristic."

Page 51, left column: Ignore the last paragraph.

Page 51, right column, half-way down: "Step 5" in the strength competition rules should refer to "step 4."

Page 52, left column, half-way down: Speed: To find a character's actual running speed, you must add any bonus or penalty found on the table at the top of page 53.

Page 53, left column, half-way down: The gawdieth limilate is created from the ahgoobung root found in southern Dobre. This limilate allows muscles and ligaments to stretch beyond normal limits, enabling woffen to run on all fours without discomfort. Without it, a woffen can only achieve a speed in yards per round of (Speed Rank + 2) and will be stiff and sore the following day (-2 to all combat rolls and -6 to running speed).

The effects of this limilate begin ten minutes after ingesting and last for twelve hours. Gawdieth is commonly available in lands that woffen inhabit and costs only a few gemules per portion. Woffen take personal offense at high gawdieth prices. Traders have been burned out of shops by woffen outraged at what they see as extortionary practices. Gawdieth has a shelf life of only a few months and all attempts at preserving it have failed. Bio-tec Iscin are working on ways to improve its potency and durability.

Page 54, left column, top: The mention of chapter 3, Isho, is very important. Muadra characters use their Extra Skill Points (described at the bottom of page 53) to choose any dyshas not given to them by their occupation.

Page 54, Melee Weapon Table: Staff is +1 bonus for defense. Defense for Fist and Kick should be Defend without Weapon.

Pages 55-64, Occupations: See pages 10-14 of this book for clarified skill listings.

Page 55: Only muadra characters may choose Occupations that include dyshas.

Page 57, Burdothian Military Archer: "bow, long bow and cross-bow." should read "bow, long bow or crossbow."

Page 58, Merchant: "Social 12" should read "Min Social 12."

Page 58, Learsis: "Social 10" should read "Min Social 10."

Page 59, Entris: "Writing at Familiar" (both occurrences) should read "Writing in one language at Familiar." "Social 12" should read "Min Social 12."

Page 61, Shast: "Social 13" should read "Min Social 13."

Page 74, right column, top: The second occurrence of "Physics" should read "Astronomy."

Page 75, Interaction Skills: Apply the Racial Interaction Modifiers to your base Social Rank to get your base Interaction Rank for each race. This is explained more fully on page 51 under Social. Etiquette for each race is a separate skill, and is not gained automatically; it must be chosen as an optional skill.

Page 78, Your Character's Quirks: "Food and Beverages" is on page 81, not in the Appendix.

Page 82, Lothern: This should have been right after page 169, in the Non-intelligent Race section.

Page 85, top left: The first paragraph on page 85 is in error. Rolls to improve a skill are made against the appropriate characteristic as listed on the previous table. The paragraph should read:

Skills become harder to improve as a character becomes more proficient with them. Below are the Rank penalties for each level of experience with a skill. Thus, a character who is Rank 13 (Experienced) with the sword and who has an Agility of 15 would have to roll 1 through 5 (15 - penalty of 10 = 5) on 1d20 to improve his sword Rank to 14. If he was Rank 16 with the sword (Seasoned), he would have to roll a 1 (15 - penalty of 15 = 0, but the minimum chance is always a 1). The appropriate characteristic to roll against for each skill is listed on page 84.

Page 85, top left: The table labeled PENALTY WHEN USING A SKILL should be replaced with:

PENALTY WHEN IMPROVING A SKILL

Experience with Skill	Penalty on roll to improve
Unfamiliar	0
Familiar	5
Experienced	10
Seasoned	15

Page 90, last paragraph under Isho Points: Bonuses and penalties on the roll to increase Isho Points are added to the character's Isho characteristic, not the roll. Thus, if an isho storm were +3, a character with an Isho characteristic of 15 would need to roll a 1 through 18 to increase Isho Points.

Page 91, Moon Skill Ranks: Woffen and crugar characters must take appropriate Moon skills in order to have the racial dyshas (Power Hold for woffen, Lightning Blast for crugar).

Page 92, Crystals: "with diayards of about 2 inches" should read "with diameters of about 2 inches."

Page 92, Blue Crystals: The loss of Stamina points for activating a blue crystal equals its isho value x 1d6. Characters with 0 or negative Stamina fall unconscious for one minute for every point below 1.

Page 92, Green Crystals: Limbs take a minimum of two years to regrow. Green crystals must be kept near the area of the limb at least 50% of the time (tied or draped).

Page 93, Dysha Skill Level, last paragraph: When a character launches a bundled orb, only one orb is released, but it has greater effect. A character of Rank 16 with Power Orb (which becomes Seasoned at Rank 15) would be able to weave an orb with the strength of six orbs, adding +5 to the injury roll.

Pages 94-98, Dyshas: Damage charts for dyshas are on page 114.

Page 94, Shields: The final attack that fells a shield penetrates it at full strength.

Page 96, Flingers dysha: Rolls to hit with each of the five orbs can be made separately, or one roll can be made for all five. Flingers that are dispersed randomly are at a -5 penalty to hit targets, but give a -3 Advantage penalty to everyone within 5 yards (excluding the caji) in the following combat round.

Page 97, Lightning Strike dysha: Lightning Strike does not do damage as Lightning Blast. It has its own damage column on page 114.

Page 97, Penetration Bolt dysha: Penetration Bolt does damage as Lightning Blast. The difference is that it goes directly through any armor to the body.

Page 97, Fire Touch dysha: Those using Fire Touch do not make contact with their target. The heat is so great that the caji's hand never comes closer than 1" to the target.

Page 98, Bell dysha: Bell is a dysha of the moon Launtra. It requires: Launtra 10, Ebba 6, Desti 1; Isho, Range, Difficulty: 5, 20, Moderate.

This dysha creates a clear tone to anyone within earshot. This can be used as an alarm or to attract or distract. A powerful improvisation learned by characters Seasoned with this dysha is the ability to send a spoken message through the orb. The duration of the sound of the Bell orb is 1 combat round of 2 seconds. Additional bundles can increase this time by 1 round per bundle.

Page 98, Inner Ear and Inner Eye: The range is 6' for both these dyshas. The type of blocking material does not matter. These dyshas cannot be used through charged crystals.

Page 99, Unweaving: Unweaving can only be used against a dysha aimed at the character himself (no protecting your friends).

Page 102, Initial Rank with a New Dysha: Ignore the second occurrence of this chart.

Page 103, Dysha Listings: Body Freeze is listed as having an Isho cost of 5; the cost is actually 35. Quantum is listed as having an Isho cost of 15; the cost is actually 5. Bell requires Launtra 10, not Shal 10.

Page 107, Advantage Modifiers for Melee Combat: Ignore second occurrence of "Poor visibility."

Page 107, right column, first paragraph: "Use the following table": The table is actually at the bottom of the previous column.

Page 109, Roll for Injury: The reference should be, "Refer to the Injury Table on page 114."

Page 109, The Force of Blows: This is an optional rule.

Page 110, Combat Example: There are math errors in the computation for the crugar's attack in Round 3: The crugar's basic to hit is 11; a bonus of 5 brings this to 16, and a penalty of 6 brings it down to 10. With a roll of 11, he has actually missed.

Page 110, Range Combat: The reference should be, "Refer to the Range Combat Table on page 115."

Page 110, Types of Range Attack: (1) The minimum Advantage needed to attack <u>without penalty</u> in range combat is 6.

Page 111, right column, top: "(3) Pursuit" should read "(3) Two or More Combatants vs. One."

Page 111, Advance and Withdraw Maneuvers: Change from: "In this case the combatant with the reach advantage would receive the bonus of 5 to his Advantage roll and his roll to hit, and his opponent would get no defense roll except a roll with Defend without Weapon." to: "... with Defend without Weapon or Defend with Shield (if he has a shield)."

Add before last paragraph: Advance and withdraw are two examples of attacks that involve movement in combat. A third example is the "flank." This attack is used when two or more combatants are attacking a single opponent. If a combatant is successful with this maneuver, his opponent is flanked. A combatant will have an Advantage bonus of 5 when combating a flanked opponent. If there are three or more attackers against a single opponent, then a series of two flanks will put one attacker completely behind the opponent, giving that attacker a bonus of 10 to Advantage in subsequent rounds.

Page 141, Ramian: Lifespan of a ramian is 80, not 180.

Page 152, Woffen: Missing "Natural Armor, Carries, Adv+, Rank" are "None, Sword, +1, 12."

Page 159, Bochigon: The Thombo Kick Table can be found on page 114.

Page 160, Bochigon: Bochigon are <u>not</u> related to croid and corastin.

Page 169, Horses: The Thombo Kick Table can be found on page 114.

Page 174, Thombo: The Thombo Kick Table can be found on page 114.

Page 175, Vodra: "With a 3 yard diayard" should read "with a 3 yard diameter."

Page 180: The book says scopes can be found in Chapter 2. No, they can't. From the second edition, the entry says:

"sound scope (rare): amplifies and clarifies sounds. Whispers at 100m can be detected if the level of background noise is not too great.

"scope (very rare): attaches to any energy weapon pistol or rifle. Aiming a scope requires one round lead time; for each round of aiming up to three rounds the character receives +2 to hit, to a maximum of +6 to hit with the energy weapon."

Pages 185 to 187: Parts of the following paragraphs were clipped in typesetting:

Shanthic Technology

Shanthic technology differs totally from that of humans. Employing ambient isho as a source of power, shanthas have at their disposal a vast array of useful implements.

Sarceens

Sarceens hold information in the form of sculpted isho that the user receives by holding the device to his forehead and releasing a bit of his own isho. The message can take the form of languages, directions, knowledge of a skill, etc. By holding onto a sarceen and concentrating, a person receives the information that the device has to offer. Be careful with sarceens; they are more powerful than they appear.

Cle-eshtas

Cle-eshtas are small pillar-like stone constructions which serve a variety of functions, all of which rely upon and amplify the user's Tra sense. With cle-eshtas, skilled shanthas can pick up information about isho weather from all over the planet. It is with cle-eshtas that shanthas are able to detect energy use. Ripples in the isho can be pinpointed. This is how shanthas were able to seek out humans who used technology after the destruction of the Earth colony. Cle-eshtas also act as isho magnifiers. Highly skilled shantha have great sources of power at their disposal. Cle-eshtas are too heavy for all but corastin and croid to carry.

Shanthic Blades

Shanthic blades are crafted out of the thailiers of the corondon. Their sharpness defies even the best metallurgy. To take this into account, add to the die roll for armor penetration and injury. A +1 bonus is the most common. For better made blades, add more. A +4 bonus is about the best a shanthic blade can provide. The light weight of these weapons provides their users with a -2 to hit. Shanthic blades are only made into one- and two-handed swords. Most are boccord-sized (shantha are pretty tall), although some human- and muadra-sized blades can be found. The price listed for a shanthic blade assumes the standard +1 bonus. For better blades, the price will be higher. Here is a list of prices for each of the different blades.

Injury Bonus	Price
+1	7 gc
+2	15 gc
+3	3 gs
+4	5 gs

Page 188: Attack cell price – 50 links, if available at all. Attack cell recharge price – 30 links.

Page 191, The Planetary Year: The names of the months used in speech should be, "Eris, Erissa, Mullin, Mulling, Auss, Aussa, Crith, and Critha."

Page 196, Peter Gauss: This should say Paul Gauss.

Page 210, Es'Wother map: North is to the left.

Page 212 : Thivin are a mutation of ramian, not human. Look at the nose.

Additional Skills

Bola (Hard): Range weapon consisting of three leather thongs bound together to form a handle/knot. The opposite end of each thong is weighted with a stone or other heavy object. The bola is whirled to create momentum and released to entangle and bludgeon a target.

Drinking (Easy): Character's ability to maintain full skill ability after enjoying intoxicating beverages. Failure of a Constitution roll after five drinks results in a -5 to all skill rolls. After ten drinks the Character must make a Constitution roll at -5; failure results in skill rolls at -10. After fifteen drinks the Constitution penalty is ten, with skill rolls at -15. After twenty drinks a character can only succeed on a roll of 1 and falls unconscious in the following round for 2d6 hours.

Etiquette: Measure of a character's ability to succeed with other races in formal situations, in particular in the home or home territory of the other character. Etiquette is a separate skill for each race; level of difficulty varies with each race. Etiquette for each race is one level of difficulty higher than for Interaction for the same race.

Fist (Combat): Ability of a character to make a weapon with a closed hand. Damage is found as Fist. Races with claws must choose if they are hitting with their knuckles, or with their claws. For knuckles, damage is as Fist; claws calculate damage as Knife -3 for woffen, crugar, or cygra, Knife -2 for bronth, and Knife -1 for tologra.

Halberd (Combat): Polearm commonly used by infantry and cavalry in combat.

Interaction: Measure of a character's ability to succeed with other races in common situations. Interaction is a separate skill for each race. Level of difficulty for each race is listed on the revised character sheet in this book. Base Interaction Rank is Social plus the racial Interaction modifier. Expanded Interaction modifiers are given on page 15 of this book.

Kick (Combat): Ability to inflict damage with your foot. Damage is found as Kick. Races with claws must indicate if they are striking with the flat of their foot, or with their claws. For the flat of the foot, damage is as Kick; claw damage for feet is found as Knife -3 for woffen, bronth, crugar, or cygra, and Knife -2 for tologra.

Pike (Combat): Polearm commonly used by infantry and cavalry in combat.

Pistol (Moderate): Ability to aim a charged and functional Earth-tec pistol of any type, and to fire it at a target.

Rifle (Moderate): Ability to aim a charged and functional Earth-tec rifle of any type, and to fire it at a target.

Scope (Combat): Ability to attach and use a scope on an Earth-tec weapon. Earth-tec scopes take one action round to line up. By aiming for one round, the character has a +2 on his roll to hit in the first usable action round, and an additional +2 for each successive round of aiming, to a maximum of +6 on each successive round in that combat.

Set up Camp (Easy): Ability to find an appropriate location for shelter, cooking and sanitation.

Sis-ganj (Hard): Multi-bladed Gloundan throwing knife. Damage is as Throwing Knife +1.

Sis-naun: Style of weaponless fighting taught in the forests near Ardoth in Burdoth. Related to the shanthic martial art of ebitra and comparable to aikido, with additional benefits of hand weapons in advanced training. Separate skill levels are not given; bonuses to Fist and Kick are provided as part of Gloundan shadow warrior occupation.

Throwing Knife (Hard): A knife balanced for throwing. Can also be used as a Knife in melee combat (using the Combat skill).

Trident (Combat): Spearlike weapon with a two- or three-tined fork. Cannot be used as a range weapon.

Turret (Moderate): The ability to aim a charged and functional Earth-tec turret of any type, and to fire it at a target.

Isho Sensitivity Skills

Unlike other skills, Isho Sensitivity skills may not be gained by applying points. Your character develops Color points appropriate for his race, shown on page 90 in the chart "INITIAL COLOR POINTS." Only the resulting Color points may be assigned into Isho Sensitivity skills. Rolls for Isho Signature skills are made against the character's COLOR characteristic, *not* the number of points showing in the specific skill – the point assignment is to limit the use of the skills with various races and isho manipulations. (Note: Remember, Moon skills are assigned from Color points, not Isho points.)

SKILLS FOR DYSHA-WEAVERS

Caji Entropy (muadra caji only): Explained on page 98 of the third edition.

Estimate Isho (Hard): The ability to accurately gauge the level of strength of the seven types of Isho within a person, animal, plant or object. This is a particularly useful skill to see if an isho user is building a specific moon for a dysha attack.

Tra Sense (Hard): Tra Sense is a perception skill usable only by dysha-weavers. It is judged by the ability to first detect and then define the patterns of isho you perceive. Other than shantha, the skill is strongest in muadra.

Unfamiliar: Your character can become aware of blobs of isho as moon colors superimposed on the visual appearance of a person or item.

Familiar: Resolution is improved. The viewer can almost determine shapes within the isho blobs, and can detect movement of large concentrations of isho.

Experienced: Can identify distinct forms within the isho and, through Learn, can come to recognize specific patterns for animals and races with isho. On very successful roles can identify a few specific individual people or items.

Seasoned: Can recognize specific individuals and perceive their emotional state, the changes of isho wthin their forms, or can sense the overall state, ebb and flow of isho, including recent or imminent dysha use.

Unweave: Found on page 99. The player may use the Moon skill of the appropriate color to see if it is possible to affect the primary color of an oncoming bolt. (Note: Disguised dyshas will prevent an unweave unless the correct moon color for the dysha is used.) No other isho skill is required to attempt an unweave. Unweaving can only be used against a dysha aimed at the character himself (no protecting friends).

Warp Stabilization (Hard): Explained on page 101 of the third edition.

SKILLS FOR NON-DYSHA-WEAVERS

Interfere: Found on Page 99. Boccord have a bonus of +3 to Interfere. Any role of 20 on an interfere means you have added your energy to the oncoming bolt and have added +2 to damage you receive, except for boccord who add +4 to damage.

The player may use the Moon skill to attempt to alter the path of a bolt or an orb. A roll of 1 gives the character a second roll to attempt to direct the dysha. The attempt is successful on a roll of 5 or less.

Signature Skills: These are usually strongest in boccord. Once Color points are established, the only way Signature skills may be improved are with an increase of your Color characteristic. Any increases in Color characteristic are immediately reflected in Signature skills.

False Signature (Hard) is useful for projecting a signature other than your own – either to make yourself more or less threatening to a Tra-sense hunting creature, or to appear as a different person when pursued by an enemy with Tra Sense or Race Signature.

Mask Signature (Hard) is similar to False SIgnature, differing in that the signature totally disappears.

Race Signature (Hard) is used to identify the race (or species) of a person or animal, particularly when they cannot be visually perceived.

Signature Spectrum (Hard) is explained on page 100 of the third edition.

SKILLS FOR ALL ISHO USERS

Kerning is a survival technique for caji and any other character needing to eliminate natural or accumulated isho at a given time. While it is explained on page 89, an actual Kern skill is not provided.

Kern (Easy): This skill allows an immediate dump of isho from the character's own body in a crude, but often lifesaving, fashion. It requires a single Color point in any moon and takes infinite isho (whatever you have). Isho does not return for one day through natural means, but can be infused from outside. This means it may be possible for an isho storm to force a caji to kern himself several times over a period of several hours.